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- and much much more...

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CONTEST
inside...

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"The Banzai Animation Klub of Alberta Fanzine"



Hi! Welcome to the second ever issue of B.A.K.A. no baka, the newsletter of the Banzai Animation Klub of Alberta. We've got a wide variety of articles and artwork, including: reviews, synopses, and an extensive Animecon report. So sit back, relax, and read all about anime in its many and varied forms. By the way, B.A.K.A. is always looking for new talent, so if you have an article to submit, just contact the newsletter editor (me) at (403) 434-9754, or Ben, the vice-president, at (403) 450-1948. Bye for now!

Warren Frey
Editor

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Animecon'91 Report

"The report to end all reports"

written by : Benoy Koshy
co-writer : Jonathan Janke

Well, since this report is sooo long, We'll just say that Animecon'91 was an excellent experience for anime fans. Now on with the report...

Thursday, 29th, 1991, August:

The flight into San Francisco (SF) was mediocre. The lasagna was not bad! We took a 35 minute shuttle from the SF airport to San Jose (\$32), and upon arrival at the Red Lion hotel we realized that this con was going to be big. Enormous in fact. The hotel boasted excellent convention facilities which included: 1600 guest rooms, two large video projection rooms, one 16/35mm mini theatre, a 5000 sq.ft dealer's room, a large swimming pool+hot tub, a 5000 sq.ft main lecture hall, and a sub lecture room. These facilities may be standard for most conventions but imagine it all dedicated to anime! The hotel rooms were more than adequate; even a single (\$62/night) was large enough to sleep four people.

Not much happened Thursday since we arrived before most of the AnimeCon staff and guests. To pass time we alternated between watching our newly obtained Urusei Yatsura (UY) TV episodes and chatting/hamming it up with fellow anime fans in the lobby. We even had the fortune to see the elusive Dirty Pair OVA CD-Single (woooo!). It took us a while to get our VCR 'officially' hooked up to the cable box so we could begin recording the AnimeCon Television Network (ACTV), but after calling 3 times, we finally got through! We had to pay a \$15 VCR hook-up charge for the 'intense labor' our 'engineer' had to undergo as he unscrewed a cable and plugged it into our VCR. After about 6 hours of alternating between UY and chatting with fans we went to the volunteer/gopher meeting. Within 1/2 hour of the meeting we found ourselves being put to work; we worked at registration for a while. Jonathan was released early and managed to catch a showing of BubbleGum Crisis (BGC) in 16mm on the big screen. After the big rush of pre-registration Thursday night, we went up to our hotel room to relax and happened to notice that the ACTV had started up! ACTV was being broadcast over 3 channels of the hotel's tv system

and had continuous 24 programming. One channel was dedicated to movies and OVAs, another TV shows and more OVAs, and the last one miscellaneous anime and live convention events. We had the chance to visit the ACTV broadcast room during the con and we discovered the mass of equipment they were using. The sources used were original LDs, CDs, VHS, Direct-TV copies, ensuring a high quality feed to all the hotel rooms. The broadcast room contained a mass of industrial VCRs, LaserDisc Players, and even an Amiga 2000/3000 for computer overlay effects. We ended the day just kicking back and enjoying ACTV and awaited the start of the con the next day.

Friday, 30th, 1991, August:

The morning of the first day of the convention started with work. We volunteered for the first few hours but

were careful to avoid missing any convention activities. We began the convention by entering the Dealer's Room. We walked into the room with about 200 other fans crammed into a 10 ft radius around us. The first table we came across was the Gainax table. They had an assortment of BGC models, Nadia models, GunBuster models, Silent Moebius T-shirts, and various other trinkets like: pencils, notebooks, keychains, cells, erasers, etc. Studio Proteus had a table with some of their upcoming projects displayed, and a wealth of hard-to-find/long-gone manga back issues. Not much was happening there so we moved onto the AnimEigo table which had just put out its collection of BubbleGum Crash cells. AnimEigo had the best priced cells in the Dealer's room but BubbleGum Crash (save a few exceptions) didn't really make good cell material. Also at AnimEigo's table they played their newly released Bubble Gum Crisis #1, the bits that we caught during the convention seemed well done.

continued on next page...

Venus Wars Laserdisc Review

by

Rick Fung

Venus Wars is a feature length film by Yoshikazu Yasuhiko, the creator of Arion and a designer behind Mobile Suit Gundam and Crusher Joe. The film is based on the (appropriately named) Venus Wars manga, which had been running in Comic Nora for two years before the animated film was even produced.

Venus Wars is set on the planet Venus in the year 2089 A.D. The two most powerful countries on Venus, Istatar and Aphrodia are dangerously close to conflict, and a full-scale war could break out at any time. Within this atmosphere of doom and despair, the people of Aphrodia attempt to go about their everyday business. A highlight of their daily lives is the Rolling Game, Aphrodia's national sport.



The Rolling Game is a violent spectator sport, a combination of motor-cross, demolition derby and football. The Killer Commandos are one of the best teams playing the Rolling Game, with Hiroki Sendo their top rider. The lives of the Killer Commandos and of Sendo are complicated during one of their games when the Istatar invades the city of Io with their Tako tanks.

The Tako Tanks are the Istatar's latest design; with super dense armor, and a powerful main gun making them virtually indestructible against ordinary weapons. These tanks quickly overrun their Aphrodisian counterparts and conquer the city of Io, placing it under military control.

continued on page 8...

One dealer had a collection of about 50 hand-painted anime T-shirts which were beautiful at \$35 for the short and \$75 for the double-sided long. He sold out his entire supply in the first few hours of the convention and we never saw him again. The next table was Books Nippan or was it 'Crooks Nippan'? They had their usual double-yen-price policy and more. However they did sport a sale table which had excellent prices on some anime photo books and records. U.S. Manga Corps was showing their newly released adult-anime called "I give my all" (Minna Agechau) which was attracting a lot of attention due to its adult nature. They also had Dominion Act I subtitled available with a promise to release the remaining 3 acts. For some 'unknown' reason, U.S. Manga Corps received the most publicity and it turned out to be a black eye for the convention because the local paper in San Jose dubbed it as a convention for 'adult-cartoon-perverts'.

By this time we were already late for the opening ceremonies. Thankfully, AnimeCon was no different than other conventions, in that the opening ceremonies were behind schedule; we arrived just in time. The convention started off with an introduction to John McLaughlin, the chairman of the con, who introduced Mr. Kanda, a big-shot in Gainax, who, in turn, introduced the Guests of Honor. The Guests of Honor (GoH) included: Kenichi Sonoda (BubbleGum Crisis, GallForce, Riding Bean), Haruhiko Mikimoto (Macross, GunBuster, Megazone, Gundam 0080, Orguss), Yoshiyuki Sadamoto (Wings of Honneamise, Nadia: Secret of Blue Water), Johji Manabe (Outlanders, Luna Varga), and Hideaki Anno (Nausicaa, GunBuster, Nadia). We were told that Leiji Matsumoto could not come to the convention because he had to take over direction of a sick friend's anime movie. Other than that, the guest just quickly introduced themselves and mumbled about high house prices in Tokyo. Then we were shown Rick's Sternbach's lame excuse for a anime-music-video. Considering his resources, the video was very disappointing.

Since no programming truly interested us after the opening ceremonies we decided to go to San Jose. Darrell and Cameron were kind enough to give us a lift into San Jose - JapanTown. Our first target: Nikaku Animart. Having dealt with them so successfully via mail order Ben was interested to see the operation behind the telephone. We were surprised to find that

Nikaku consisted mainly Japanese art products rather than anime-related products. But they had more than sufficient stock to accommodate us. We then walked down to Japan Video where we rented some recent anime OVAs. That was it for San Jose shopping...back to the hotel.

We came back to attend the Nadia panel with Sadamoto and Anno. They talked about Gainax and about the setting behind Nadia and Wings of Honneamise. When Ben asked whether they would be doing anymore Nadia related anime they replied: "We have no future plans for Nadia; we had nothing to do with the Nadia movie".



When asked about the Nadia movie they stated: "It's weird." Mr. Kanda alluded to the fact that the Wings of Honneamise story is the same as the Gainax story; in that, it is the story of a country: Honneamise (or company: Gainax) breaking through into space (making it big in the anime-industry).

Next on the agenda was another panel on making manga hosted by Kenichi Sonoda, Johji Manabe, Manabe's assistant, Sadamoto's wife and Mr. Kanda. What followed was a semi-formal Q&A session with Mr. Kanda asking the questions. Sonoda-san revealed that his only project in manga was his Gun Smith Cats running monthly in Comic Afternoon. Manabe-san has a weekly manga serial. Manabe-san was asked how many pages a month he produced and he replied: "Currently I am only doing around 60 pages per month but back in my good old days I used to do about 400!" much to the amazement of the audience. Sonoda-san looked pretty flustered when he revealed that he only did "16-20 per month" in Comic Afternoon. But added that he didn't have as many assistants as Manabe-san. Manabe's assistant said only one thing: "Manabe-san makes me work too hard!" Sonoda-san said he would like another assistant but he didn't have the

room in his office for another person. Both Manabe-san and Sonoda-san agreed that office space in Tokyo was extremely expensive. The pair also mentioned that many times they would have to re-do pages if the publisher didn't like what he saw. Sonoda-san said that once his publisher rejected a certain page over 8 times and he was forced to re-do it over and over. Manabe-san said that he doesn't have such a strict publisher. They both revealed that there are certain techniques a manga artist uses to get around re-doing pages. One way is to wait until the last possible moment to submit the pages so the publisher, due to lack of time, could not ask the artists to re-do the pages. Asked if he was or is influenced by Terminator 2, Sonoda-san said that he is influenced by several American films. Kanda added that he's noticed that some American films are in turn influenced by anime. Kanda went on to mention that several scenes in Terminator 2 looked very similar to some scenes from anime. A disgruntled Manabe-san refused to comment as he had not seen Terminator 2, and wanted to move onto another topic before too much about the movie was given away!

We took a break after 4 hours of panels but came back 30 minutes later to mingle with the Guests at a informal party. Quickly, several large rings began to form around Sonoda-san, Sadamoto-san and Anno-san. For some strange reason, Mikimoto-san and Manabe-san seemed to be alone, except for their translators. We asked Sonoda-san about BubbleGum Crash. He said that he doesn't like BubbleGum Crash for a number of reasons. The only thing that Sonoda-san liked about Crash was the opening computer animation. The thing which he seemed to dislike most was that his nice 'smooth' designs were altered with high-tech protrusions on the new Knight Saber's suits. He mentioned that he now only does the package art and poster-art for the BubbleGum series. After the ring of people around him became too large for comfort, we moved onto the smaller circle around Sadamoto-san. Ben asked him what happened to Galactic SpacePort R20 for which designs were made but no anime was ever produced. Sadamoto replied that they worked on the project and came up with several animated scenes and shorts which they presented to the sponsor company. The sponsor company happened to be Sony; but Sony wasn't ready to spend money on anime yet, so put the project on the shelf until further notice. There may still be hope for G.A. R20, but that decision is Sony's and

not Gainax's. At that moment, two female fans entered the party dressed up as Kei and Yuri of Dirty Pair fame (droool!). Sonoda-san instantly left his ring of 20 people to have his photo taken with this luscious duo. Anno-san also became interested (who wouldn't?) and quickly slipped on dark shades to pose alongside the Dirty Pair for a quick snapshot.

We went back to our hotel room only to be informed of a big party being held downstairs. Curious to find out, and hungry as well, we headed downstairs. We stumbled upon Mikimoto's Birthday Party. A large cake with Mikimoto's



manga likeness was awaiting the honored guest. The several dozen people on the deck broke out into Happy Birthday (some sang in Japanese) as he stepped out onto the deck. He blew out his candles much to the appreciation of the crowd. He then was presented with a few gifts which he opened. After that, it broke down into a question and answer session about Mikimoto's work.

Due to the severe overcrowding we slipped out during the questions to grab a breath of air + anime in the 16/35mm room. Since we entered the 16/35 room several times during the convention we'll describe everything which we saw now. We managed to see bits of Dominion III, GunBuster, Wings of Honneamise (subtitled), Project ZeoRymer II, and Bubble Gum Crisis 1,6. There were several features that we missed which included: BubbleGum Crisis 1-7 (subtitled, from AnimEigo), Project A-ko, Akira (English), Gunbuster 1-6, various Nadia episodes, the list goes on...

It was getting pretty late at this time and we started getting restless, unable to go to sleep. We wandered the deserted halls of the convention area for a bit until we ran into Mike Tatsugawa (vice chairman of the con, and fellow

UseNetter) chatting with some other anime fans. We joined the group and learned somewhat underhandedly, that the Guest of Honor Banquet tickets (\$35 ea.) would be on sale at a different time and location than originally announced. We used this information to guide us on the next day...

Saturday, 31st, 1991. August:

We revisited the Dealer's room with two purposes in mind: Visit the dealers that we missed Friday and get the banquet tickets that no-one (save a handful) knew about. We beat off about 5-6 other anime fans to arrive at the banquet booth first and signed ourselves up for dinner with Sonoda-san. After that we went LaserDisc shopping at Mikado. Jonathan picked up BubbleGum Crisis 3 (\$36) and Vampire Hunter 'D' (\$48); Ben also bought Vampire Hunter 'D'. Ben happened to meet a friend who dealt in LaserDiscs and he cut us some good deals which included: BGC 4,6 (\$25 ea.); Laputa (\$100); A-ko 2 (\$50); Megazone 23 Part II English (\$30); Miyu 2 (\$40); Miyu 4 (\$30); BGC 2032 (\$40).

After we did all our LD shopping, we went to focus on Gundam at the Focus: GUNDAM panel hosted by Jeff Okamoto from Animag. We got a quick introduction to the series and an explanation of the complicated relations and sides which exist in the Gundam universe. Fredrick L. Schodt (Author of Manga! Manga! and Gundam Novel Translator) was in the audience confirming Jeff's information. It was relatively old information to Ben, but Jonathan found it quite clarifying.

Next stop was back to the lecture hall to a Sonoda-san only panel about his works and projects. He mainly discussed Gun Smith Cats. He



had slides from some of projects and began discussing each one. When a slide of the manga-Rally appeared, Ben asked "Is this Rally (manga, GunSmith Cats) the same Rally in Riding Bean (anime, OVA)?" he replied "Essentially it is the same Rally but I don't want to admit such for copyright reasons." Someone asked if he had any future plans for another Riding Bean anime and he replied "No, because of some trouble with the company, this will be the last one...for now." In addition, Sonoda-san did confirm that Bean Bandit would soon become a major character in his Gun Smith Cat's manga. During the course of the con, Sonoda-san revealed his liking for more hentai/sekebe/etchi/lecherous types of manga and anime. He wouldn't say it outright, but from his reactions, he sure does like cute girls... The next slide was a picture from GallForce: Eternal Story, he went on to describe how he based the names of the characters on animals that suited their personalities. Lastly Sonoda-san discussed his most recent project: 1982! Otaku no Video. Meaning: 1982! An Animation Nerd/Fanboy's Video. It looked pretty hilarious, being about a boy who gets deeply involved into anime, and becomes an animation freak...I guess we all know this story huh? It was shown in the 16/35mm room the same day as it was released on video in japan. He obviously displayed a great interest in guns and cars. That might explain Riding Bean ne?

We ducked out of Sonoda's seminar early so we could get ready and rest up for the Guest of Honor Dinner with Kenichi Sonoda. Sonoda-san was the most outspoken and personable of the guests so we were looking forward to what he might be like. The dinner finally arrived with us being seated with 6 other fellow Sonoda-fans. Sonoda-san was quickly introduced to each person at the dinner table with the help of a translator. Sonoda-san was very inquisitive asking as many questions as we asked him. Surprisingly, there were three Canadian's at his table. He queried about Canadian animation and what type of animation did Canadian's watch and produce. We told him that most of our animation was 'piped' in from the U.S. but Canada did have it's own productions. Sonoda-san mentioned that he liked Canada's "Rock & Rule" and did a quick imitation of the the show's bad guy. We tried to explain the North American attitude that animation is just for children. We got the impression that he didn't really understand that North

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Studio BAKA



園田健一 KEN-ICHI 画集 I
SONODA [美女ON]



...continued from page 4

With the city under occupation, the Killer Commandos fight back by attempting to destroy a Tako tank. Their victory is merely pyrrhic, however, with the tank destroyed but at great cost both terms of equipment and in the sacrifice of one of the Commandos lives. Soon they are discovered and taken captive by a squad of the Aphrodisian army piloting their newest weapon, the Hound. The Hound is a unique military monocycle built as an anti-tank weapon. Designed for speed and agility, the Hound is used primarily to destroy Tako tanks.

The Aphrodisia army holds the Commandos in detention so that news of the Hound assault will not reach the Istatarian army. One of Sendo's team-mates joins the Hound squad, comparing the war to a huge version of the Rolling Game. However, he is quickly and pointlessly killed. It is after his unwise comrades death that Sendo challenges the Hound squad leader to a race. If Sendo wins, the Killer Commandos will be set free. If he loses, the Commandos will still go free, but Sendo will have to join the Hound squad. The race is quick and decisive, with Sendo losing and joining the Hounds as a result.

With the Killer Commandos leaving to the next city, Sendo is quickly trained and sent into battle. The Aphrodisian army is now counter-attacking the Istatarian forces with the new Hounds. With the help of this new and powerful weapon, the Aphrodisian army quickly forces the Istatarian forces into retreat. Soon Aphrodisian forces are on the outskirts of the city of Io and planning for their final, liberating assault. The commander of the Istatarian forces decides to lead his forces personally and orders his own tank at the ready. Soon the city is covered in smoke from the clash of the Hounds meeting the Tako Tanks.

Sendo is quickly drawn into a duel with the Istatarian commander. With the action fast and furious, either

combatant could keep the advantage. Finally Sendo lures the Istatarian commander up the ramp of a nearby cargo catapult. The commander, seeing that his forces are losing the battle, wants nothing more than to personally destroy Sendo's hound. The commander fires wantonly at Sendo and ironically destroys a section of the catapult, crushing his own tank.

With the war over, Sendo is discharged from the Aphrodisian army and goes in search of his girlfriend, Maggie. After several days of travel, he reaches a refugee camp. As he is passing a line of refugees, he spots a cat dashing about a girl in hot pursuit. To his surprise, it is Maggie, and so he calls out to her.

Over all, I would call Venus wars an average film. The animation, while not spectacular, is passable. There are some interesting sequences where the animators overlap animation with a live-action background (much like Ralph Bakshi). However, I wasn't too impressed by this effect.

Unlike most anime, no mecha is present in Venus Wars. Instead, monocycles and tanks take the spotlight. The designs are interesting, especially the Hound anti-tank cycle. However, I found the multi-turreted Tako tanks hard to accept.

The story is tolerable. However, there is nothing here that hasn't been done before. The fight scenes are also disappointing, especially the final battle between Sendo and the Istatarian Commander.

So would I recommend Venus Wars as a must see? Not really. It is an average film and I think an anime fan can live without seeing it. However, if you are tired of watching mecha all the time and want to watch something different, you could give Venus wars a try.

Top Ten Laws of Anime

By
Ben Koshy & Vlad G. Pohnert

10. Must have overdeveloped 14 year-old females.
9. Hero must have large crop of hair, bonus if covering one eye.
8. Must have at least one love triangle, bonus if love polyhedron. ie. Ranma, Orange Road, Urusei Yatsura etc..
7. Must have at least one female that's able to sing or scream in a very high pitch in order to turn away alien invaders (or the audience) ie. Lynn Minmei, C-ko etc..
6. Must be a holocaustic vision of the future. ie. Earth must be destroyed in any possible way ie. Aliens, Asteroids, Demons, Bombs, Giant Robots, 0Mutant Humanoid or just plain doomsday machine-type devices etc..
5. At least one villain is insane, bonus if all are insane.
4. At least one character must have eye balls the size of dinner plates which are able to shake dramatically and bring about HUGE amount of tears during a crying rage. ie C-Ko, Nagisa, Lum, etc.
3. Any character who dies, is allowed a 10 minute death monologue for which he can remain living for that period of time even after being shot through the head, limbs blown off, or just plain mortally wounded. Bonus if violin music is playing in the background, and character dies in the arms of the hero.
2. There must be a least one shower scene, bonus if its takes place in the nude.
1. Must have hero who climbs into a "drivable" state-of-the-art giant robot (completely unguarded with fully loaded weaponry) and takes out the enemy (who killed his father,uncle,aunt, etc, after he/she designed the robot) with incredible ease during his first fight.



Anime Newstypes



A Ranma 1/2 movie is in the works. The story concerns the Shichifuku Doujin (7 gods of martial arts happiness) that come in a treasure ship and kidnap Akane. Akane had somehow gained possession of a sacred scroll which had belonged to the leader of the Shichifuku Doujin. Their customs say that anyone who possesses the scroll must marry the leader of the Shichifuku Doujin, namely Kirin. After the kidnapping, Ranma, Ryoga, Kunou, Shampoo, Kodachi and the others go to the castle of the Shichifuku Doujin to get her back. The movie is called Taiketsu Shichifuku Doujin and will be released November 2, 1991. The movie will be billed a double header with the latest Urusei Yatsura movie.

A new comedy from Gainax has been released under the title of "Otaku no video" or in English, "1982 Graffiti of the Otaku Generation". The work Otaku roughly translates to 'Anime Nerd'. The story is about a boy who sets out to be the fanboy king of anime. The package art indicates a funny story, and early reviews seem to be favorable. As a result a sequel is already in the works set for release in December called "1985 Graffiti of the Otaku Generation".



Other new released include:

Cat's Eye LD Box Set	\$484	895 Min.	CLV
Cyber City OEDO 808 Data 3	\$76	40 Min.	CLV
Gundam 0083 #3,#4,#5	\$47 ea.	30 Min.	CAV
Wings of Honneamise TV Version	\$57	119 Min.	CLV
Guyver Act 2 #1	\$50	30 Min.	CAV
Forest of the Mermaid	\$78	?? Min.	?
Patlabor P8,P9 - The Seven Days of Fire	\$78 ea.	100 Min.	CLV
3x3 eyes #1,2	\$48 ea.	30 Min.	CAV
Record of Lodoss War Vol.5	\$92	60 Min.	CAV
Bubble Gum Crash #3: Meltdown	\$92	45 Min.	?



Nadia the Secret of Blue Water is going to be released on LD as a Box Set at (\$750) U.S. and is 1071 minutes, and has new SD and original animation shorts at the end of each disc done by the Gainax staff. Fushigino Umino Nadia Movie will go on sale November 1, 1991. The cost will be approximately \$85 US and early buyers will receive a special CD. The LD goes on sale December 20, 1991 and the length of the movie is 85 minutes.

In other news, AnimEigo has released (on time) the second episode of the Bubblegum Crisis series on VHS. So anyone who advanced ordered it should get it soon. Right now AnimEigo is working on the Bubblegum Crisis 5/6 translations.

The most recent Anime-V spills the beans about the latest episode of Bubblegum Crash. It is here that we learn the true origins about Sylia Stingray and her brother Mackie

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Manga Manga!

Go! Go! Sabers! Act I - "Like a Typhoon"

by John Brisson

Knight Sabers, Priss and Linna Yamazaki, have been on patrol through the night and now can no longer stand the boredom. Priss had managed to smuggle a case of beer onto the Knight Sabers patrol truck but Linna is worried by what will happen if they are caught. Priss tells Linna to stop talking and drink her beer, which Linna then does after initial hesitation. The two Knight Sabers gradually become so drunk that they do not notice that the truck's internal security camera is active and that they are being observed by the truck's driver, Mackie Stingray. Mackie knows that his sister Sylvia, leader of the Knight Sabers, would have all their hides if she found out about the beer. Mackie is unconcerned for the moment and continues to enjoy the show the two girls are unknowingly putting on for him when a nearby police siren snaps him back to reality.

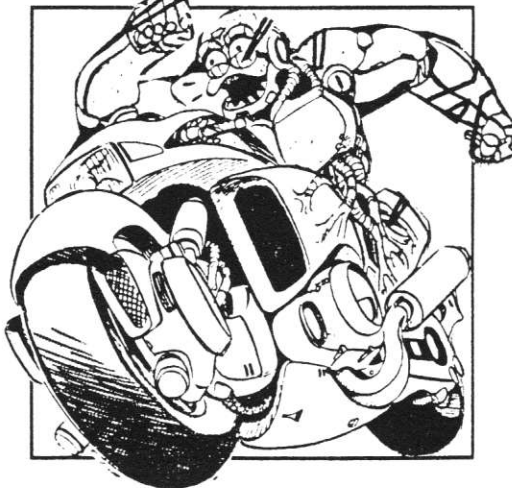


Mackie is both relieved and surprised to find that the source of the siren is a police vehicle driven by none other than Nene Romanova, another member of the Knight Sabers. Nene chastises Mackie for watching his passengers instead of the road; however, Mackie is more curious as to why Nene is out on police patrol duty. Nene explains to Mackie that she is working on a very important case and that if all goes well she may have her own patrol beat soon. Mackie is understandably curious but is interrupted by the arrival of his passengers. Priss inquires about Nene's very important case, having caught the tail end of the discussion. Nene shrugs off her questioning by telling her that she is drunk, an allegation that Priss vehemently denies. She goes on to further goad Nene about her case, until finally Nene relents and explains to Priss that she is searching for a very unique

Boomer. She continues, but is interrupted by a report on the police radio about the very same Boomer.

In another part of MegaTokyo, AD Police officer Leon McNichol is listening to the same police report and is so preoccupied with it that he pays little attention to his driving and crashes into a lamp post. Leon immediately blames his accident on the Boomer and vows revenge. Another report comes in that indicates that the Boomer is headed in Leon's direction, and so Leon orders the troopers escorting him to get ready to intercept the vile monster. The Boomer comes speeding down a side street exclaiming "oil, oil, oil" before noticing the AD Police are in pursuit of him. Leon notices that this Boomer's design seems particularly unique. The Boomer appears to have fused with a motorcycle and has taken on the personality to match, explaining its need for oil. The Boomer's next action leaves Leon stunned; to show that it regrets its own disrespect for the law, the Boomer spansks its own metallic bottom. Leon is so shaken by the incident that he asks for conformation from the troopers on what he has just seen. Leon is now thoroughly annoyed, and demands the Boomer surrender and take a light prison term.

Back in the Knight Saber's patrol truck, the Sabers have been monitoring the progress of the AD Police and figure that their help is needed. Linna agrees with Priss' assessment. Linna also mentions that the Highway Star would be useful against the Boomer, but Mackie reminds her that it requires a special permit. However, Linna and Priss sweet talk Mackie into letting them go after the Boomer. Once Nene spots the



approaching Boomer, Linna and Priss set off in pursuit. The Boomer notices its new pursuers and accelerates in order to avoid them. Linna is annoyed that the Boomer has surpassed the acceleration of the Highway Star. To add to her annoyance, the Highway Star's warning indicators begin to sound, reporting that the engine is overheating. Linna is more concerned with cornering the Boomer than with the mechanical problems of the Highway Star; however, her reflexes are not fast enough to follow a Boomer around a tight corner and she plunges head first into a garage door. Linna is dazed and thinks that she is still in pursuit of the Boomer when Priss pulls up beside her. Priss asks Linna why she kept the highway Star in low gear but gets no response from Linna. Not in the least disturbed by this behavior, Priss continues her pursuit of the rampant Boomer.

On the road ahead, Leon is organizing a road block to stop the Boomer, and instructs the troopers to fire at the Boomer's fusion point, and that he will take the successful trooper to the bar later. Leon spots the Boomer in the distance and orders his men to take their positions. The Boomer is oblivious to the blockade and comes speeding towards Leon's position. The troopers run out of the way, leaving Leon to be run over by the Boomer as it continues on its merry journey. Leon is upset by the troops actions but is brought back to reality by the arrival of Priss. Priss rides past the AD Police yelling "Knight Sabers" and Leon quickly leaps onto a motorbike and chases after her. Priss has rather stupidly taken her own personalized motorcycle on her hunt for the Boomer, a fact which Leon takes note of. Priss denies knowing what Leon is talking about, and the argument becomes so vehement that neither party notices that they are about to crash into a building, which they promptly do. Inside the building is Sylvia, setting up her lingerie shop for the day and making plans for the evening. Sylvia hears the sounds of approaching vehicles and, presuming they are customers, goes outside to welcome them into her shop. The sight that greets her is one of destruction and chaos, as Leon, Priss and the moto-Boomer crash to a halt inside (and outside) of Sylvia's new shop. Later that day, Sylvia questions Mackie about his part in allowing the drunk knight Sabers to chase after the Boomer, all the while wearing a goalie mask and wielding a chainsaw during the interrogation.

- = END OF ACT I = -

Mobile Suit Gundam

by Vlad G. Pohnert

PART 2: Z Gundam

Due to the large success of the Mobile Suit Gundam TV series in 1979 (as reviewed in issue #1), a second TV series centring on the Gundam World was released entitled "Z Gundam". This TV series ran a total of 50 half hour episodes, and continued years later from where the first series "Mobile Suit Gundam" left off.

SERIES BACKGROUND :

After the defeat of the Zion empire and the end of the One Year War in the original series, over five years have passed. In this time, many new and significant events happened. Many lives and resources had been lost in the One Year War. The Earth Union Government was determined more than ever to

assure that such a war with the colonies would never happen again. It tightened its grip on the colonies and used their resources to rebuild the damage on Earth. Many of the space colonies resented this action and many became very bitter against the Earth Government.

It was at this time that Senator Blex Fora of the Earth Union Government fled to the colony of Side 2 (Sweetwater) to try and establish support for his ideas on Government reform. Since the majority of the space colonies resented and felt betrayed by the Earth Union Government, these reform ideas were accepted and helped form the A.E.U.G. (Anti Earth Union Government) movement that spread throughout the colonies and parts of Earth. The A.E.U.G. had also gained support by many private Industrial sectors of Earth who helped the A.E.U.G. overcome the restriction of colony

development placed by the Earth Union Government.

Also after the One Year War, the Earth Union Government still feared that surviving fractions of the Zion empire still posed a threat. For this reason, the Titans were created. The Titans main purpose was to hunt down and suppress the remaining groups of Zion, as well as act as the Earth Union Government military police force. Since the formation of the A.E.U.G. was seen as a threat to undermine the Earth Union Government's authority, the Titans were drawn as well into containing the A.E.U.G.

During one of the many conflicts and skirmishes between the Titans and the A.E.U.G., the Titans used poisonous gas on a colony during an A.E.U.G. rally, killing over 30,000 people. This massacre disgusted many people, and helped strengthen the A.E.U.G. and escalate the conflict.

This is where the story of "Z Gundam" begins.

continued in next issue...

Review of the BAKA Anime Marathon

written by : Warren Frey

It has been said that there is anime for every genre under the (rising) sun, and the BAKA club's marathon of anime certainly put that supposition to the test during its Animation Marathon held at Whyte Knight Collectibles. For over 6 hours, the club membership, along with several bemused Whyte Knight patrons, enjoyed everything from killer cars to psychic warfare to the inevitable "girls with guns" videos that seem to dominate anime today. We like to take this opportunity to thank **Strathcona TV** for supplying the Television Set and **Whyte Knight** for supplying the space. They are located right under Whyte Knight Collectibles, so go buy televisions there, this is a blatant plug.

Here then, in no particular order are the films, OAVs and television shows that were viewed at the Marathon and my general impressions of same.

BubbleGum Crisis #1: As anime goes, this subtitled first episode in the adventures of the Knight Sabers was relatively good; it had a nice opening sequence reminiscent of Blade Runner, as well as an excellent set piece

introducing the villainous Buma and the bumbling Leon of the ADPolice. The story moves along briskly enough, and the climactic final battle shows off the Knight Sabers hard suits to full effect. The subtitling is fairly well done, lending some understanding to the less action oriented portions of the program. BGC #1 is an enjoyable if not exceptional anime; a good waste of an hour for all present.

Iczer III: Many people who enjoy anime enjoy the various Iczer series; however, I'm not one of them. Although the animation was, of course, quite good, I found it hard to stay interested in this tale of a young girl's robot and its subsequent battles with other evil psychic robots. To me, Iczer III was something like Project A-ko on cheap drugs, which isn't anywhere as amusing or weird as it sounds. As I have said, many people love the show, so watch it yourself before taking my opinion as fact.

Angel Cop: This anime was really "more of the same", with a paramilitary task force dispatching villains with remarkable efficiency and plenty of blood. Not great, but not bad either.

Ranma 1/2 (episodes 1 to 3): From the somewhat standard to the truly

demented: Ranma 1/2 offers as its basic premise the idea that a young Japanese boy can turn into a girl and that his father can turn into a panda whenever water hits their respective bodies. When the boy/girl and his panda father go back to Japan and take up residence, chaos ensues. Silly as it sounds, this premise made for a very enjoyable viewing experience. Among the high points of the Ranma episodes were the truly ridiculous brawls that are a regular part of Akane's morning walk to school, the domestic conflict that occurs with Ranma's constant changes from male to female, and the love felt by Kunou Tatewaki (the big man on campus) for Ranma in her(?) female form, all the while hating Ranma in his(?) male form. Besides, any anime which features a perpetually grumpy panda can't be all bad.

Cyber City Oedo 808 Data 2: To be honest, BAKA at this point a little hungry and wanted lunch, so only the action scenes of Cyber City were viewed. Those action scenes were everything that anime action usually is: gory, exciting and totally impossible.

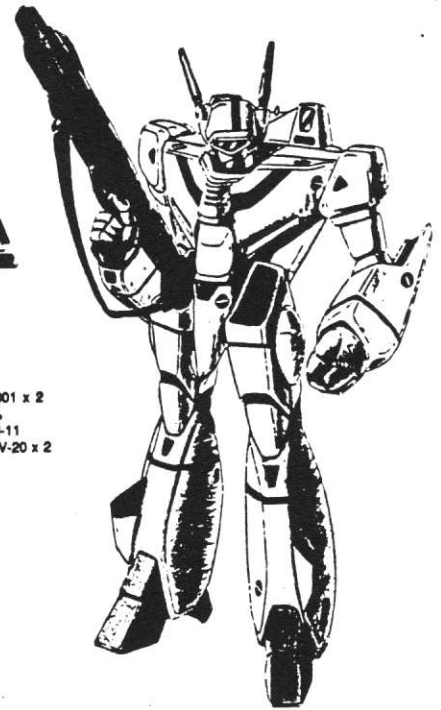
Continued on page 15...

Studio BAKA



**FGO
MACROSS**

HEIGHT 12.68m
WEIGHT 13.25t
ENGINE P&H Royce FF-2001 x 2
THRUST 11.8t x 2 at 75%
ARMAMENTS Howard GU-11
Mauler RoV-20 x 2



L.Y. 8-91

STONEWELL-BELCONCENTRICAL VF-1J VALKYRIE (BATROID MODE)



...Continued from page

American animation was locked into this stereotype. We guess its hard to understand this stereotype when one comes from a country where animation is aimed at all ages and is more commonly accepted. He asked which of his works did we enjoy most...the consensus seemed to jump from various BubbleGum Crisis episodes to Riding Bean. When asked what his favorite production was to work on, he answered "Riding Bean because I was involved in all aspects of its production". Finally we got around to the buffet dinner which was bountiful. Sonoda-san didn't eat much because "I gained 2 pounds over the last 2 years working on anime" and the fact that he prefers Japanese food to the North American food. Also, he skipped dessert because he isn't too fond of sweets. Another thing we learned during the course of the meal was that he doesn't like how anime is becoming too businesslike because the 'art' of anime is lost. He said that there were only a few actual 'creators' who do not let money-matters affect their work. Such as people like Miyazaki Hayao and Osamu Tezuka. He said the future of anime looks bleak. Sonoda-san said that animators do not get paid very much. Recently, Sonoda-san said there was a dockworker's strike for more money and they won. He wishes animator's could go on strike as well. A lot of the animation was originally done in Korea to cut costs due to their cheap labor.. But now he says that animator's in Korea get paid more than their Japanese counterparts. But with the current animator shortage, they have no choice but to send it to Korea, and thus escalating costs. The animator shortage and high costs of making anime are wearing down the industry. Another problem is that the sponsors still give the same amount of money that they did 10 years ago for a certain anime. The amount of money has stayed the same, but the costs have risen.. Our dinner went on and on, however, our poor translator was translating so much that she couldn't even begin her meal! We sure felt sorry for her, but we HAD to know what Sonoda-san was saying! At this point, an Animecon staff member told Sonoda-san that he had to come to the costume skit no matter what. (Without Sonoda-san's knowledge) The staff member said (to us) that Sonoda-san will be in a skit but doesn't know that. We were invited to go with Sonoda-san to the skit but something got mixed up and we got in pretty late as security held us off.

The costume skit started with the presentation of awards. Judging was done during the previous days of the convention by 'secret' costume judges. The winners were: 2 pair of the Dirty Pair, Lisa Hayes (Macross), A member of Rhea Gall Force, Eve Tokimatsuri, Benard Weissman (Gundam 0080). They had to fight over the awards but everyone got their fair share despite Mr.Rhea Gall Force's attempts to do otherwise. Then began the collection of short skits: 1) A Rhea Gall Force Skit 2) A Gundam 0080 Skit 3) An Aussie Solo monologue 4) A Dresslar (Yamato) skit/monologue 5) Dirty Pair Skit 6) 10th annual Meeting of the hyperdimensional bad guys or "That's Lovely Angels you twit" 7) An Appleseed E.S.W.A.T. skit. The first one just had Mr. Rhea Gall Force running around with a gun until shot dead. The second had short announcement from the Zion by Bernard Weissman after which the crowd shouted in unison: "Zeig-Zion! Zeig-Zion! Zeig-Zion!". The third had an Australian anime fan with some interesting Carl Macek bashing: "How many here of you are REAL anime fans? (cheer) Ha! You don't know what the definition of a REAL anime fan is! First of all, REAL anime fans don't want to learn Japanese! (laugh/cheer) REAL anime fans worship the ground that Carl Macek walks on! (shouts /cheers/ happiness) REAL anime fans thought 'Warriors of the Wind' was a GOOD movie!" (laugh/cheer) and on and on... The fourth skit was interesting since we didn't know anything about Yamato but found it funny. The fifth one starred the Dirty Pair brought to trial over 6000 people killed in the Nolandia Affair, and Death is the judge... The sixth skit however was by far the best: It started with a meeting of about 6-7 bad guys from various shows complaining: "We have the best costumes, the best ship designs...(laugh)...the best THEME MUSIC!!! why? WHY?! WHY DO THEY ALWAYS WIN?!? Other leaders expressed similar defeat: talk of invading earth and losing time after time. Bernard Weissman said that he had his own OVA series and he died!!! They confer..."IT'S THE WRITER/ARTIST'S FAULT" (pointing to Kenichi Sonoda). They quickly grab him giving him a sign which says "HELP ME" in English and in Japanese on the back saying "Tesukete!". At which time a very ticked off Dirty Pair come in and notice that the bad guys have taken Kenichi Sonoda and they might be cancelled. At this point, the second pair

of Lovely Angels arrive and there is a confrontation between the OVA Dirty Pair and the Movie Dirty Pair. They however decide to work together to get back Kenichi Sonoda and ask all the costumed good-guys from the audience to rally against the forces of evil. The end result was that everyone died, except for the Dirty Pair. The leader of the hyperdimensional bad guys steps forwards shouting "HA HA! We have defeated all our enemies in one fell swoop. That was our plan all along. You can always count on the Dirty Pair!! HAAHAHAHHAHAH!" (Bad Guys celebrating...) The Dirty Pair seemed suddenly very ticked off, pulling out their weapons they fire at the bad guys (bad guys dying..) shouting at the same time "That's Lovely Angel's you twit!!!!". And that was basically it for the costume skit as Kenichi Sonoda was surrounded by the buxom Dirty Pair and revelling in his rescue. (who wouldn't)

Except for their methods of choosing eligible contestants, the Animecon gameshow entitled "Anime Remote Control" was the best prepared event. A computer interfaced overhead projection system was used to display the various pictures and categories. 3 contests competed for various prizes which included: Lots of posters, A set of Animag #1-12 (including #3), CDs, Artbooks etc... They narrowed down contestants through various 'scientific' methods such as: Asking questions, playing paper+rock+scissors, flipping coins, picking numbers from 1-10... The neatest thing about the gameshow was the presentation of the various categories. Some of the categories included: The Mikimoto Mouse Club, Know mo' Gundam, The Gainax Emporium, BubbleGum for Crissake, Schmeeps and Nortons, Mecha Mecca, and Rum with a view. The only category requiring explanation would be 'Schmeeps and Nortons'. Here the gameshow host would put up pictures of various anime gals in some of their more revealing moments. This was their tribute to full frontal nudity in anime. The face of the girl would be blacked out and the contestant has to identify the character by her "Schmeeps and Nortons." This, not surprisingly, was the one of the more popular categories. We ended this day of the con, on a lower note, as we had watched Gundam F-91. ('bleagh')

Sunday,31st,1991,August:

This day started a lot later, with the Dealer's room again. Ben purchased

a nice BubbleGum Crash (\$25) cell with background. Jonathan found a nice B-ko (\$25) cell. We purchased our at-the-con t-shirts and then went off towards the Art Show. The Art show contained lots of fan-art and some professional pieces from the Guests of Honor. Unfortunately, most of the better pieces and all the Guest of Honor art was not for sale.

Our next quest was to get some sketches or autographs from the various guests. We wanted to get a sketch from Mikimoto-san, we arrived just in time as we were the 33,34th people allowed to get sketches. After learning that Mikimoto-san was not scheduled until 5:00 PM (it was 1:00 PM then) we decided we weren't that big of Mikimoto fans. We went to the shorter, and earlier autograph session held by Sadamoto-san. Ben asked Sadamoto-san to sketch his favorite



character from Nadia...he sketched King. Jonathan asked for Grandis, and he delivered. The sketches, although done in about 1 minute, are awesome. Since we couldn't get sketches from Mikimoto-san, we thought we should at least attend his panel...

We got to the Mikimoto panel a bit late but just in time to hear his plans for Macross II. He mentioned that Macross II will take place many many years after the original Macross. It will not involve any of the previous characters from the original series. But, the Veritech will definitely make an appearance. Mikimoto-san said that they were going to try for better animation quality and a better story for Macross II. The first OVA has been fully storyboarded and is currently in the animating stage. He also mentioned to keep all this information a secret. After that, several slides were presented of Mikimoto's artwork. He described how he creates cell cover-art and what processes he had to go through. When asked who his favorite character is, he answered "My preference changes from time to time but I think my favorite character right now is Noriko from GunBuster". He mentioned



that he often used models to help in creating his character designs. He also mentioned that he found that his favorite designs were the ones based on the models. One fan noticed his attention to fashion detail, and asked him how he gets his ideas for the clothing. Mikimoto admitted that he often leafs through the latest fashion magazines for ideas. The production which he most enjoyed working on was Macross. After Mikimoto's panel, we just hung around the dealer's room, the autograph sessions, watched ACTV until it was time for the gameshow again. We found it a bit repetitive but nevertheless still entertaining. After this, we retired for the day...

Monday, 1st, 1991, September:

Know that this was his last signing for the convention, we rushed down early to get a sketch from Sonoda-san. One and half hours before the signing, there was a line of forty people already. Ben obtained a incredible sketch of Bean Bandit holding a knife while Jonathan received a stupendous sketch of Celia Stingray. We then walked up to the main lecture hall to catch Rick Sternbach and found Manabe-san with practically no-one in line. We quickly joined the line and received beautiful sketches of Battia from Outlanders. We discovered too late that Anno-san had some impressive credits behind him, so we missed getting anything from him. Some of the works that he has done are: Art direction on Nadia, Director of GunBuster, and the creator of all the original art for Nausicaa!

We went to the gameshow for a final time. Afterwards we decided to catch up on our volunteer time. After volunteering for 3 hours we hung around until the Dead Dog Party started. It had ample pizza and pop...not too big though with only about

20 people showing up. Things were pretty clear at that point that the convention was over. There was no more ACTV (it ended at 6:00), no more panels, the dealer's room was packed up, the film room was empty, there were no guests in sight. We went back, depressed, to our hotel room. It seems that the Animecon staff wanted to ease our withdrawal from such a monumental event by playing subtitled Maison Ikkoku and Orange Road until the wee hours of the morning. We woke the next morning fairly late as there was nothing to look forward to. Wandering around the hotel, we hoped to run into some fellow anime fans, but all we found was a nearly dead Andy Kim, Ken Tsai and Robert Loo (you should see the picture!). Mike Tatsugawa however was up and jumping around. There was a open barbeque with the guest of honor (everyone was there except for Mikimoto-san) but we had to fly out that afternoon.

In conclusion, we have to say that this was the best convention and the best weekend holiday that we have ever experienced. We look forward to Animecon'92, especially with the rumor that Hayao Miyazaki may come. Our only complaint was the ACTV schedule, the timing was off, the shows were rescheduled, but we have no qualms to the understaffed group of people who supplied us with 24 hour anime for the 6 days of the con! Thanx to all the staff and hope to see you next year! For those of you interested in going to next year's convention, please contact B.A.K.A.! Either Ben at 450-1948 or Jonathan at 435-5049. We will try to give you any information when it becomes available.



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Kimagure Orange Road: KOR is essentially a soap opera, with the twist that it focusses on the everyday life of a family rife with psychic powers. The basic structure of the show is a series of flashbacks detailing the life and loves of Kyosuke Kasuga, one of the members of this psychic family. The episodes were subtitled, which was good, since the interplay between the characters would have otherwise been completely incomprehensible. I found this anime to be engaging enough but somewhat dry; it lacked the humour and fast pace of Ranma, and not a lot happened in any one episode. However, some comic relief was supplied by Jingoro, the Kasuga's cat, who throughout the course of the story gets levitated, kissed on the behind and otherwise abused. It's no wonder the poor thing is always trying to escape!

Project Eden: The Dirty Pair has always been a favorite of mine, primarily due to this movie. It has all the key elements that make a Pair story great; lots of destruction, lots of hardware, and lots of humour. Some parts were a little confusing, but since I don't speak Japanese that is hardly suprising. All the battle scenes are tremendous, the animation is quite good, and the antics of the Lovely Angels are (as usual) very entertaining. I highly recommend this anime, especially to one who hasn't watched any Dirty Pair before. You won't be disappointed.

Riding Bean: Words can't describe how much I liked this one-shot story from Kenichi Sonada (the creator of Bubblegum Crisis, amongst other things). The plot revolves around Bean Bandit, a mercenary for hire who will take any job for a minimum of forty thousand dollars. He gets more than he bargained for, however when he is made a scapegoat in a ransom plot involving a kidnapped child. The action in Riding Bean is tremendous, as is the animation; the car chases, gunplay and genral mayhem are all perfectly rendered. As for the characters, Bean Bandit makes for a very appealing "Too cool for his own good" type, and his long-suffering assistant is a good foil to Bandit's recklessness. Oh, and the cars are fantastic.

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They are in fact their father's greatest creation, the fusion of a human lifeform and Boomer. It also hints that Ralگو/Largo/Maison (Crisis #1-3,5,6) may not be entirely gone as we know it...

Some fans may have heard the ruckus caused by Minna Agechau that was subtitled by Central Park Media. Due to its adult nature, Minna Agechau has received 'bad press' amongst parents groups and 'cartoons are for kids' people. In a strange coincidence, Minna Agechau (or "I give my all") has been pulled from CPM's catalogs and all remaining copies of the original VHS run (which included free novelty panties) were reportedly bought out by a fan. Those who ordered their copies will not receive them, instead they will receive a full refund and a \$10 discount towards their next CPM purchase. The following is a paraphrased version of John O'Donnell's explanation:

"Because the video generated so much attention, a third party approached CPM and bought out the entire special Collector's edition of Minna (the original packaging, plus the infamous Pink Panties) CPM will not be releasing a regular edition of Minna until the Collector's edition has been marketed. How and when this will occur hasn't been finalized. Anyone who placed an order for Minna at AnimeCon will get a letter explaining the situation as well as a certificate good for \$10 off any of our other titles."

John O'Donnell of CPM is also rumored to be negotiating for the rights to 'Record of Lodoss War' to be subtitled by USRenditions and distributed through CPM. Dominion Act I is currently available through CPM, subtitled.

There will be an American LD release of Katsuhiro Otomo's "Akira" slated for



December. Apparently, Streamline struck a deal with the Voyager Company (known for its excellent Criterion Collection LD film series); tentatively, it will be a deluxe CAV edition, including a supplementary section as well as an original cell. It is also supposed to be bilingual- English on the digital tracks, the original Japanese dialog on Analog track 1, and the Japanese music/sound effects on analog track 2 (personally, I'd prefer the English on the analog tracks and the Japanese on the digital). This should definitely put that Cantonese version to shame, which was only monaural and compressed or cut to fit onto a single disc.

In the latest episode of the Simpson's there is an anime in-joke. While Bart took karate lessons, on a sign in the



background was the words (in Japanese) : "Akira hangs around in Neo-Tokyo". So I guess Anime in-jokes aren't limited just to Star Trek : The Next Generation. (We'll have a complete report on those next issue...)

And speaking of the Simpsons, the latest indicates a lineup of big stars. You may have noticed that Michael Jackson was reportedly voice acting a guest character in a recent episode. Rumor indicate other guest appearances as well: Aerosmith will sing Walk this Way at Moe's bar; Jackie Mason will play Crusty's estranged rabbi father in a send up of The Jazz Singer; Sting will also do voices for the show and a few tune; rumors are also flying that Madonna may even do a stint as a voice for a character...

As many anime magazines have hinted, Haruhiko Mikimoto is working on Macross 2. The sequel to the original series will be released as an OVA series. The story will not involve any of the previous Macross characters, however, the Veritech fighter will definitely make an appearance. The setting of Macross 2 will be many, many years after the

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Super Dimensional Synopsis

"Nadia The Secret Of Blue Water"

Episode 1: "The Girl at the Eiffel Tower"

The story opens with Jean, a 14-year-old orphan, sailing into Paris to help his uncle design an airplane for the Paris Exposition's flight competition. However, in the middle of putting some finishing touches on the manpowered craft, and as his uncle takes great delight in the varied failures of the opposition, Jean spots a pretty young girl riding by on a bicycle on the bridge overhead. Deciding he needs a break from his work, he promises his uncle he'll be back before it's their turn, and heads after the girl.

Meanwhile, she has reached one of the upper observation decks of the Eiffel Tower, and is reminiscing about all the places she's been— Egypt, Spain, Portugal, etc.— wondering if she's from any of them, since she has no idea where she was born. She idly asks her pet lion cub, King (who, by the way, I vote as the best human-voiced animal since Ranma 1/2's Panda Genma and Maison Ikkoku's Mr. Soichiro) if she is from Africa after all, like him.

Finally catching up to her, Jean attempts to introduce himself and make small talk, failing miserably. "I'm sorry, but I don't know you. Please go away." Undaunted, he tries again: "That's a strange looking cat." "It's a lion." King's first reaction to Jean is no better than the girl's.

However, before Jean has a chance to display much more of his ineptness with women, the blue jewel hanging around her neck starts flashing and making warning beeps. She tells King it's time to go, but before she can go anywhere, all three of them are blocked off by three rather unusual threatening characters. After a perfunctory show of strength, the woman, Grandis, demands the jewel, Blue Water. Jean refuses for Nadia, and the result is brief and to the point. "Oh, is that so? Sanson." "Yes'm?" "Hanson." "Yes'm." "Get them." "Yes'm!"

The girl and lion, however, prove quite hard to catch, and distract the bad guys from a stunned Jean as they execute a sparkingly nimble escape that leaves a lasting impression on the villains.

Meanwhile, Jean figures out that if he ever hopes to see her again, the only logical place to look for such a girl accompanied by a lion is in the traveling circus in town for the exposition.

Indeed, there he finds her, in a combination acrobat and lion tamer act, and in the course of the show learns finally that her name is Nadia. As Jean goggles over the Nadia and her act, the gang of three has arrived outside, and are using the art of gentle persuasion and big payoffs on Nadia's boss, the circus owner, to convince him that it's time she found a new home. Returning to her wagon after the show, a startled Nadia is greeted by Sanson's "Bon jour, Mademoiselle." She refuses the arrangement, despite the owner's cajoling, and attempts escape. Jean, having spotted the incident in the making, returns to help, and Nadia accepts his offer, although reluctantly. Unfortunately, Jean realizes he is outclassed at the abrupt appearance of the Grandis Tank, a snazzy full-size one-door convertible with incredibly high performance, a musical operating system, and an unbelievable list of options.

Having failed in his rescue attempt, Jean watches the villains take to the air, saying goodbye in several languages. Seeing one chance to rescue Nadia, Jean heads back to the flight competition, grabbing the plane from his surprised uncle, even as the latter wonders aloud where Jean's been all this time. He races down the take-off platform out of turn (Keep an eye out for the current contestant, #99, from Japan!), and after a shaky start, manages to get a bearing on the flying Grandis Tank. Without really planning to, he takes the direct approach to getting at Nadia, and releases her shortly. Note, however that it is Nadia who is protecting Jean as she bails them both out from the wounded machine.

Having lost her prize, Grandis sulks, proclaiming that, despite this minor setback, soon she will surely get Blue Water. Shortly afterwards, she does, more or less. Meanwhile, Jean, Nadia, and King have found their way onto Jean's boat. Thanking Jean

for saving her, Nadia is at a loss as to her next move. The circus had been her only home, and now she doesn't even have that. Jean, noting that he, like her, is an orphan who has been essentially on his own for some time, offers to take her along and help her search for her place of origin, starting with the random choice of Africa. Nadia accepts, and seems to finally begin to feel that maybe there's at least one person in the world worth befriending after all.

Episode 2: "Little Runaways"

Having just escaped from Grandis and her henchmen, Nadia, Jean, and King sail out of Paris and along the coast. Jean tells Nadia to cheer up; certainly they've gotten clean away. (famous last words. . .) When Nadia seems lost in thought, Jean asks her "If you could fly away, where would you go?" Nadia says she would want to return to her birthplace, but she doesn't remember where that is. She thinks somehow it might be Africa, since King comes from there, but ". . . Africa is far away, and very big."

As they discuss this, Nadia spots something following them in the distance, and thinks that it must be Grandis. Her suspicions are confirmed by Jean's view through binoculars (He marvels at this new form for the Grandis Tank.) and Blue Water's warning klaxon. Nadia and Grandis each think that Jean's boat doesn't stand much of a chance of escaping, but Jean figures they'll give it a shot anyway. He forthwith reveals a bit more of his genius by starting up the boat's engine in an attempt to get away. Sanson marks that the kids have noticed the Gratan, so Grandis gives the order for full speed ahead. The Tank's magic fingers latch on to the stern of the boat, but Jean uses his "Final method" and they make good their escape from a stunned and soaked Grandis.

However, Jean's "final method" breaks down (setting the pattern for most of the future products of his genius), and the intrepid three have to set ashore and make for Jean's aunt's house. Once there, Jean attempts to cajole his aunt into letting Nadia stay a while, but his aunt will have none of it, particularly with the prospect of a lion in the house. Jean notices Nadia, who was waiting just out front, has taken off, and rushes after her. She thanks him for his help and apologizes, but she doesn't want to be a bother to him any more. Jean protests, and offers to let her stay at his house. (As

far as I can tell, this was left to Jean by his father, who vanished in one of the shipwrecks mentioned in the beginning of the overview of the series.)

Next morning, Jean wakes up to find Nadia missing, but is assured of her presence by the sight of King cavorting about in the yard. Seeing her out near the shore, he calls her in for tea, and they talk about the house, his father the inventor, who left on a research expedition (see above), and the giant airplane Jean and his father were working on. Jean decides to show this to Nadia, and takes her up to see the Louis LaSeine VII. (Number VI went down rescuing Nadia last time.) Out on the deck Jean mentions that he can now keep his promise to take her to Africa with this plane, but before they can do anything more, the Grandis Tank, doing it's best impression of an Imperial Walker, shows up. Grandis starts yelling ultimatums at the children, telling them to hand over Blue Water willingly or else, while Hanson and Sanson start giving them a taste of the "or else."

Jean and Nadia release the giant plane, and barely make take-off speed. Grandis tells her two underlings to make after them quickly, but they can only gawk for the moment at the marvel of a 14-year-old's airplane that actually flies. Jean, Nadia, and King make it out over the ocean, and Jean says the plane should get them to Africa, no problem. However, the plane breaks down at that choice moment (Can you say *deja vu*?), and leaves them all stranded in midocean. Ever optimistic, Jean figures that they're close enough to the shipping lanes for at least one ship to run across them fairly soon, but there's an ocean storm brewing.

Episode #3: "The Mystery of the Sea Monsters"

Synopses by Larry Mann
Edited by Andy Combs

As the rain pours down, Nadia and Jean struggle to bail water out of the plane's cockpit. Jean notices that King is asleep, and dry, protected by a piece of cloth propped up by a stick. Nadia suddenly notices a shape approaching them. It soon resolves itself into a heavily armored battleship. They are spotted and subsequently rescued. Jean is all smiles and "thank yous" to the captain, while Nadia is silent once again. Meanwhile, Grandis locates the battleship. Spying Jean's plane secured to the deck, she follows. The ship's first mate is giving Jean and Nadia a tour of the ship, but Nadia does not share Jean's enthusiasm

for the machinery of war. Eventually they end up on the bridge, and they all notice the Gratan pursuing them. The captain decides to fire a few shots at the tank. The shells explode at close range, and a slightly annoyed Grandis decides to fire back. Unfortunately, the tank's shots fall consistently short of the battleship, and the captain responds to this with a full-scale barrage. The tank is hit a couple of times and starts taking on water. Grandis eventually surrenders (the tank's arms wave a huge white flag), and the captain decides to take them prisoner. Nadia and Jean are not thrilled.

Later, in the mess hall, Jean and the first mate have a long conversation about the battleship and its mission in the area. Everyone except Nadia is wolfing down their food (even King is feasting on sausages). Nadia is very quiet once again. Jean and the first mate continue their conversation when a battle alarm sounds: a submarine has been spotted off one side of the bow, lined with glowing red portholes. In the night waters it is very easy to spot, and the captain moves the ship's main guns into firing position. At Nadia's repeated protests, the captain finally orders the ship to hold fire, and the sub disappears into the dark water. Nadia and King are happy, but the captain is upset.

Some time later, Jean is inspecting the damage to his plane, while Nadia and King watch from one side. The first mate appears and starts teasing King with a string of sausages, but King proves to be too quick for him, grabbing most of the sausages. All of a sudden, two large disturbances are seen in the water, as if something is fighting. Then the submarine reappears, this time on a collision course with the battleship! The sub passes under the battleship and its dorsal armor rips a huge gash in the hull. The angry captain immediately orders a full-scale barrage on the sub. A few shells do hit but fail to inflict any visible damage. Nadia notices a second, differently shaped sub passing beneath the battleship. The first sub once again disappears below the surface of the water. All of a sudden someone spots a torpedo heading for the ship. the torpedo strikes the bow armor, punching another hole in the hull, and the ship lists dangerously to one side. Grandis, Sanson, and Hanson (who have been left in the Gratan all this time), are shaken loose and the tank falls into the water. Jean's plane breaks loose from its moorings and

slides off the deck. Jean grabs Nadia, who in turn tries to grab King, but she misses and King disappears overboard. Then Jean loses his grip on Nadia, and they all fall overboard.

As the badly damaged battleship limps away, Nadia and Jean are left floating alone in the sea. Nadia is very distressed because she can't find King, but King soon appears, sitting on one wing of the floating plane. Nadia swims rapidly toward King, and Jean follows, musing to himself.

continued next issue

Fushigi no Umi no Nadia/Nadia of the Mysterious Seas A.k.a. The Secret of Blue Water

Episode List:

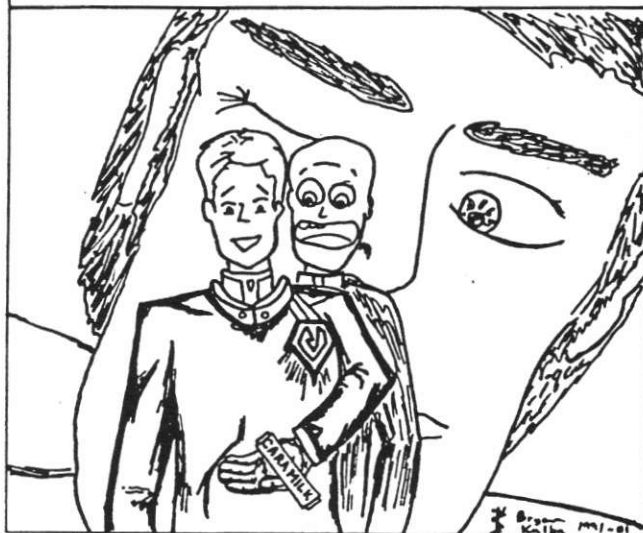
- #1 "The Girl at the Eiffel Tower"
- #2 "Little Runaways"
- #3 "The Mystery of the Sea Monsters"
- #4 "The All-purpose Submarine, Nautilus"
- #5 "Marie's Island"
- #6 "The Fortress on the Solitary Island"
- #7 "The Tower of Babel"
- #8 "Nadia's Rescue"
- #9 "Nemo's Secret"
- #10 "Gratan in Action"
- #11 "A New Student on the Nautilus"
- #12 "Grandis' First Love"
- #13 "Run, Marie, Run!"
- #14 "The Valley of Dinictus"
- #15 "Nautilus' Biggest Crisis"
- #16 "The Mystery of the Island that Vanished"
- #17 "Jean's New Invention"
- #18 "Nautilus vs. Nautilus"
- #19 "Nemo's Close Friend"
- #20 "Jean's Failure"
- #21 "Goodbye Nautilus"
- #22 "Electra's Betrayal"
- #23 "Little Castaways"
- #24 "Lincoln Island"
- #25 "First Kiss"
- #26 "King's on his Own"
- #27 "Island of the Witch"
- #28 "The Floating Island"
- #29 "King vs. King"
- #30 "The Underground Labyrinth"
- #31 "Goodbye Red Noah"
- #32 "Nadia's Lover"
- #33 "A Rescue Operation for King"
- #34 "Love to Nadia"
- #35 "The Secret of Blue Water"
- #36 "The All-purpose Battleship, New Nautilus"
- #37 "Emperor Neo"
- #38 "...To Space"
- #39 "Inheritor of the Stars"

Studio BAKA



HUMOR

ABOARD THE ZENTRADI FLAGSHIP,
A STARTLING CONCLUSION IS MADE...



"IT MUST BE... PROTOCULTURE !!!"



[美XON]



...continued from page 15

original series. In Mikimoto's words "We are going to try to top the animation quality and make the story better than the original Macross".

Detonator Orgun 1 was released at the end of August. It is a SF Action story. In the middle of the 23rd century, it seemed that humanity had the perfect society. But something comes from space to destroy it. There was some strange pulse signal coming from space. Scientist Michi was investigating it. At that time, Tomoru, a student who lived in city-no. 5, was playing a programmable dream game. But Orgun appeared unexpectedly. Orgun had chosen Tomoru to be its pilot in the battle against the ibaryuudaa (Evaluders?). Also a famous fortune teller Kumi had predicted that the most frightening thing ever to happen to humanity will occur. When the Evaluders come, Yoko and her military try to fight it.

Ranma 1/2 Nettouhen TV Latest episodes:

In episode 89, the principal tries to teach Akane to swim. In episode 91, Ranma and Akane's dreams get taken into Happosai's dream. Up until now Ranma and Akane didn't reveal their true feeling to each other.



But in episode 92, there is a major turnaround. Akane and Nabiki get in a fight over borrowing each other's clothes. Then Akane says, "If you like my things that much, I'll give you my fiancée too." Then Nabiki makes Ranma her fiancée. Episode 90 is an anime original episode featuring Ryouga.

Roujin Z, the latest movie by Katsuhiro Otomo (mecha designs only) will be released in theatres starting September 14, 1991. No video release date has been announced as of yet.

Coming next issue:

- Z Gundam continued
- Anime Games Review
- More Nadia Synopsis
- Bubblegum Crisis #4,#5 Synopsis
- Animecon'92 Information!
- New release information
- Macross II Preview!
- B.A.K.A. Anime catalog

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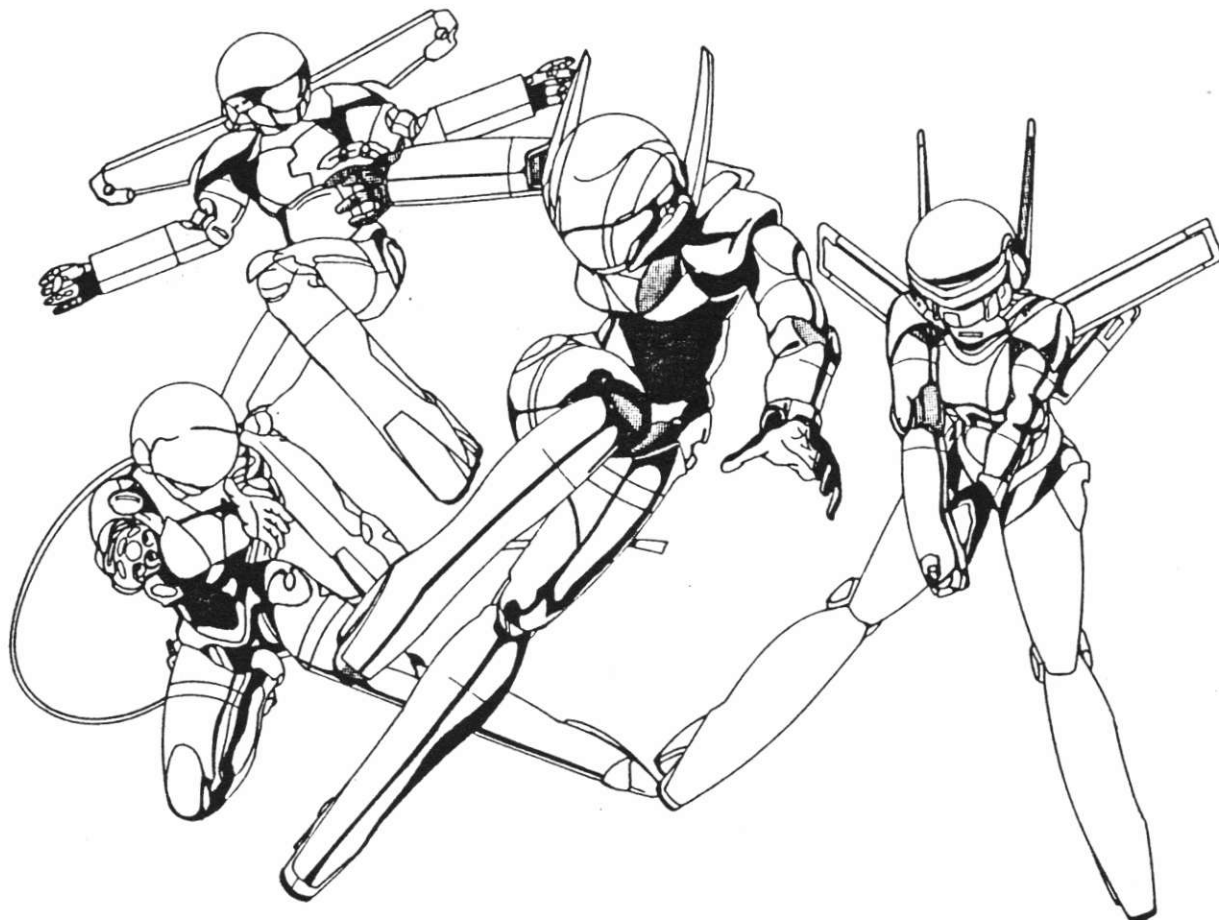
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The poster entries should not be bigger than 11"x17" and no smaller than 8.5" x 11". We are taking poster art for advertising our club. The poster must be anime-related and announce the 'Banzai Anime Klub of Alberta'. The prize is a Bubblegum Crisis poster featuring Priss from the Knight Sabers bursting out of her hardsuit. Entries must be in no later than January 15, 1991. The winner will be announced next issue of B.A.K.A. no baka.

Entries can be mailed to our B.A.K.A. address (listed on the back) or contact Ben at 450-1948 for more information.

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